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Unique solved — LucaLucaM

Links: [problem](#) (problemset), [Tutorial](#), [submission](#) (first AC).

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Count: 1,558

1.

2205A

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2.

2205B

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3.

2183A

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4.

2145A

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5.

2155A

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6.

2144A

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7.

2152A

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8.

2147A

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9.

2131B

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Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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10.

2131A

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11.

1556A

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12.

2031A

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2020A

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14.

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18.

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19.

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implementation, math

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21.

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1571A

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1902A

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1894A

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26.

1890B

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28.

1883A

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1877A

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1878B

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31.

1878A

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32.

1879A

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33.

1862B

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34.

1862A

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35.

1851B

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36.

1080A

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45.

1838A

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46.

1825A

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47.

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1832A

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50.

1833C

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1833A

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52.

1811A

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55.

1829B

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1829A

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58.

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1822A

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1807B

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1807A

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1794A

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1804A

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65.

1802A

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1778A

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1800A

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1796A

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1799A

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70.

1789B

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71.

1789A

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72.

1776A

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73.

1795A

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74.

1793A

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75.

1788A

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76.

1786A2

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77.

1786A1

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78.

1791C

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79.

1791B

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80.

1791A

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81.

1792A

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82.

1139A

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83.

1787A

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84.

1790B

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85.

1790A

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1780A

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87.

1777A

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88.

1325A

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89.

1775A1

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90.

1783A

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91.

1774A

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92.

1768A

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93.

1731A

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94.

1436A

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95.

1452C

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1452A

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97.

1763A

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98.

1772B

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99.

1772A

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100.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

101.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[LucaLucaM's solution](#)

102.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LucaLucaM's solution](#)

103.

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[LucaLucaM's solution](#)

104.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[LucaLucaM's solution](#)

105.

1461A

[String Generation](#) · [Tutorial](#)

Quality: 19,000 global accepts · Rating: 800 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LucaLucaM's solution](#)

106.

1455A

[Strange Functions](#) · [Tutorial](#)

Quality: 27,411 global accepts · Rating: 800 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

107.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,060 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LucaLucaM's solution](#)

108.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LucaLucaM's solution](#)

109.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

110.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LucaLucaM's solution](#)

111.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LucaLucaM's solution](#)

112.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

113.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

114.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[LucaLucaM's solution](#)

115.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

116.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[LucaLucaM's solution](#)

117.

1760B

[Atila's Favorite Problem](#) · [Tutorial](#)

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[LucaLucaM's solution](#)

118.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,951 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LucaLucaM's solution](#)

119.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,639 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[LucaLucaM's solution](#)

120.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

121.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LucaLucaM's solution](#)

122.

1754B

[Kevin and Permutation](#) · [Tutorial](#)

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

123.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,975 global accepts · Rating: 800 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

124.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

125.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[LucaLucaM's solution](#)

126.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LucaLucaM's solution](#)

127.

1750B

[Maximum Substring](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[LucaLucaM's solution](#)

128.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[LucaLucaM's solution](#)

129.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

130.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LucaLucaM's solution](#)

131.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[LucaLucaM's solution](#)

132.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[LucaLucaM's solution](#)

133.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[LucaLucaM's solution](#)

134.

1743B

[Permutation Value](#) · [Tutorial](#)

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LucaLucaM's solution](#)

135.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[LucaLucaM's solution](#)

136.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

137.

1744A

[Number Replacement](#) · [Tutorial](#)

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LucaLucaM's solution](#)

138.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[LucaLucaM's solution](#)

139.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LucaLucaM's solution](#)

140.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[LucaLucaM's solution](#)

141.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LucaLucaM's solution](#)

142.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,334 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

143.

1741B

[Funny Permutation](#) · [Tutorial](#)

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LucaLucaM's solution](#)

144.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LucaLucaM's solution](#)

145.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

146.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LucaLucaM's solution](#)

147.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[LucaLucaM's solution](#)

148.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[LucaLucaM's solution](#)

149.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

150.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[LucaLucaM's solution](#)

151.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

152.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

153.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[LucaLucaM's solution](#)

154.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

155.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[LucaLucaM's solution](#)

156.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LucaLucaM's solution](#)

157.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[LucaLucaM's solution](#)

158.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

159.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

160.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LucaLucaM's solution](#)

161.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,466 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

162.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,647 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

163.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LucaLucaM's solution](#)

164.

1719B

[Mathematical Circus](#) · [Tutorial](#)

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LucaLucaM's solution](#)

165.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[LucaLucaM's solution](#)

166.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

167.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[LucaLucaM's solution](#)

168.

155A

[I love \%username%](#) · [Tutorial](#)

Quality: 93,678 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[LucaLucaM's solution](#)

169.

1712B

[Woeful Permutation](#) · [Tutorial](#)

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[LucaLucaM's solution](#)

170.

1712A

[Wonderful Permutation](#) · [Tutorial](#)

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LucaLucaM's solution](#)

171.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,973 global accepts · Rating: 800 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

172.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation
[LucaLucaM's solution](#)

173.

1716B

[Permutation Chain](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[LucaLucaM's solution](#)

174.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[LucaLucaM's solution](#)

175.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2022-01-04 · last AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[LucaLucaM's solution](#)

176.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[LucaLucaM's solution](#)

177.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[LucaLucaM's solution](#)

178.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[LucaLucaM's solution](#)

179.

1711A

[Perfect Permutation](#) · [Tutorial](#)

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[LucaLucaM's solution](#)

180.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[LucaLucaM's solution](#)

181.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[LucaLucaM's solution](#)

182.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[LucaLucaM's solution](#)

183.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[LucaLucaM's solution](#)

184.

1708A

[Difference Operations](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

185.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

186.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[LucaLucaM's solution](#)

187.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,190 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LucaLucaM's solution](#)

188.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,265 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[LucaLucaM's solution](#)

189.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

190.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

191.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

192.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LucaLucaM's solution](#)

193.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LucaLucaM's solution](#)

194.

1465A

[In-game Chat](#) · [Tutorial](#)

Quality: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LucaLucaM's solution](#)

195.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

196.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[LucaLucaM's solution](#)

197.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[LucaLucaM's solution](#)

198.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 800 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[LucaLucaM's solution](#)

199.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[LucaLucaM's solution](#)

200.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

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201.

1700A

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202.

1694A

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203.

1692B

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Quality: 39,440 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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204.

1692C

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205.

1692A

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206.

1690C

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207.

1690B

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208.

1690A

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209.

1688B

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210.

1688A

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211.

1691A

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212.

1660B

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1681B

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214.

1686B

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215.

1686A

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216.

1681A

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217.

1682A

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218.

1684B

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1684A

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1680B

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1680A

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1676C

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1676B

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224.

1676A

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225.

4A

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226.

1678B1

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227.

1678A

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1670A

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229.

1675A

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996A

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231.

1674B

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232.

1674A

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1673A

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1549A

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811A

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237.

1672B

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implementation

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1672A

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1671A

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1669B

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1669C

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1669A

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243.

1668A

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1552A

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1661A

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1665A

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1660A

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1646B

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249.

1658A

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250.

1546A

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251.

978B

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1656A

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1657B

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254.

1657A

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1654A

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1180A

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257.

1574A

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258.

1270A

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1509A

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1547B

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1542A

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1647A

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1651B

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1651A

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1650A

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267.

1649A

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1646A

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1504A

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270.

1421A

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271.

1557A

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1492A

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273.

1644B

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1644A

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1635B

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1635A

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1537A

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1638A

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279.

1637A

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280.

1526A

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281.

1602A

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282.

1385B

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283.

1634A

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284.

1632A

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285.

1633B

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286.

1633A

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1625A

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1631A

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289.

1581A

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290.

1191A

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291.

1553A

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292.

1569A

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1629B

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1629A

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1566A

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296.

1194A

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1589A

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298.

1626A

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299.

1627A

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Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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300.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,285 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

301.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,537 global accepts · Rating: 800 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

302.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

303.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[LucaLucaM's solution](#)

304.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[LucaLucaM's solution](#)

305.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[LucaLucaM's solution](#)

306.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[LucaLucaM's solution](#)

307.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[LucaLucaM's solution](#)

308.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,986 global accepts · Rating: 800 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[LucaLucaM's solution](#)

309.

1284A

[New Year and Naming](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 800 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[LucaLucaM's solution](#)

310.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[LucaLucaM's solution](#)

311.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[LucaLucaM's solution](#)

312.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[LucaLucaM's solution](#)

313.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[LucaLucaM's solution](#)

314.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

315.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,170 global accepts · Rating: 800 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[LucaLucaM's solution](#)

316.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

317.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LucaLucaM's solution](#)

318.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

319.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,948 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

320.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LucaLucaM's solution](#)

321.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

322.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[LucaLucaM's solution](#)

323.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

324.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

325.

1617A

[Forbidden Subsequence](#) · [Tutorial](#)

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[LucaLucaM's solution](#)

326.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

327.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

328.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,616 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

329.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

330.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

331.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

332.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[LucaLucaM's solution](#)

333.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,028 global accepts · Rating: 800 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LucaLucaM's solution](#)

334.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,077 global accepts · Rating: 800 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

335.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[LucaLucaM's solution](#)

336.

1560B

[Who's Opposite? · Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

337.

1598A

[Computer Game · Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[LucaLucaM's solution](#)

338.

1591A

[Life of a Flower · Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

339.

1183A

[Nearest Interesting Number · Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

340.

1196A

[Three Piles of Candies · Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[LucaLucaM's solution](#)

341.

1216A

[Prefixes · Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: strings

[LucaLucaM's solution](#)

342.

1234A

[Equalize Prices Again · Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

343.

1249A

[Yet Another Dividing into Teams · Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

344.

1283A

[Minutes Before the New Year · Tutorial](#)

Quality: 61,306 global accepts · Rating: 800 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

345.

1294A

[Collecting Coins · Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

346.

1614A

[Divan and a Store · Tutorial](#)

Quality: 24,593 global accepts · Rating: 800 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy

[LucaLucaM's solution](#)

347.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

348.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LucaLucaM's solution](#)

349.

1328A

[Divisibility Problem](#) · [Tutorial](#)

Quality: 131,931 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

350.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,813 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

351.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[LucaLucaM's solution](#)

352.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LucaLucaM's solution](#)

353.

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,153 global accepts · Rating: 800 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

354.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

355.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

356.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

357.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,730 global accepts · Rating: 800 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

358.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

359.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,955 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

360.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LucaLucaM's solution](#)

361.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,193 global accepts · Rating: 800 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

362.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,350 global accepts · Rating: 800 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

363.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,614 global accepts · Rating: 800 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

364.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

365.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,437 global accepts · Rating: 800 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

366.

1433B

[Yet Another Bookshelf](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 800 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LucaLucaM's solution](#)

367.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,659 global accepts · Rating: 800 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

368.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

369.

1454A

[Special Permutation](#) · [Tutorial](#)

Quality: 44,064 global accepts · Rating: 800 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[LucaLucaM's solution](#)

370.

1462A

[Favorite Sequence](#) · [Tutorial](#)

Quality: 48,979 global accepts · Rating: 800 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[LucaLucaM's solution](#)

371.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,852 global accepts · Rating: 800 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[LucaLucaM's solution](#)

372.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

373.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

374.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,125 global accepts · Rating: 800 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LucaLucaM's solution](#)

375.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

376.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

377.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

378.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 800 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[LucaLucaM's solution](#)

379.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[LucaLucaM's solution](#)

380.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,466 global accepts · Rating: 800 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LucaLucaM's solution](#)

381.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

382.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,365 global accepts · Rating: 800 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

383.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,518 global accepts · Rating: 800 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

384.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[LucaLucaM's solution](#)

385.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

386.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LucaLucaM's solution](#)

387.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[LucaLucaM's solution](#)

388.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[LucaLucaM's solution](#)

389.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

390.

1918B

[Minimize Inversions](#) · [Tutorial](#)

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[LucaLucaM's solution](#)

391.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[LucaLucaM's solution](#)

392.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,711 global accepts · Rating: 900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: strings

[LucaLucaM's solution](#)

393.

1875A

[Jellyfish and Undertale](#) · [Tutorial](#)

Quality: 47,028 global accepts · Rating: 900 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[LucaLucaM's solution](#)

394.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[LucaLucaM's solution](#)

395.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[LucaLucaM's solution](#)

396.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

397.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,325 global accepts · Rating: 900 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

398.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LucaLucaM's solution](#)

399.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LucaLucaM's solution](#)

400.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,992 global accepts · Rating: 900 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LucaLucaM's solution](#)

401.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[LucaLucaM's solution](#)

402.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[LucaLucaM's solution](#)

403.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[LucaLucaM's solution](#)

404.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LucaLucaM's solution](#)

405.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · last AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[LucaLucaM's solution](#)

406.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

407.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LucaLucaM's solution](#)

408.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[LucaLucaM's solution](#)

409.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LucaLucaM's solution](#)

410.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

411.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

412.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

413.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

414.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LucaLucaM's solution](#)

415.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

416.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

417.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,094 global accepts · Rating: 900 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

418.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

419.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LucaLucaM's solution](#)

420.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

421.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[LucaLucaM's solution](#)

422.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, schedules

[LucaLucaM's solution](#)

423.

1471A

[Strange Partition](#) · [Tutorial](#)

Quality: 38,220 global accepts · Rating: 900 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[LucaLucaM's solution](#)

424.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

425.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

426.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[LucaLucaM's solution](#)

427.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[LucaLucaM's solution](#)

428.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

429.

1689B

[Mystic Permutation](#) · [Tutorial](#)

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[LucaLucaM's solution](#)

430.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[LucaLucaM's solution](#)

431.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

432.

1675B

[Make It Increasing](#) · [Tutorial](#)

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LucaLucaM's solution](#)

433.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,795 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LucaLucaM's solution](#)

434.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[LucaLucaM's solution](#)

435.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[LucaLucaM's solution](#)

436.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[LucaLucaM's solution](#)

437.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,374 global accepts · Rating: 900 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[LucaLucaM's solution](#)

438.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

439.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

440.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[LucaLucaM's solution](#)

441.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

442.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

443.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[LucaLucaM's solution](#)

444.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[LucaLucaM's solution](#)

445.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

446.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,962 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

447.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,967 global accepts · Rating: 900 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[LucaLucaM's solution](#)

448.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

449.

1095B

[Array Stabilization](#) · [Tutorial](#)

Quality: 24,340 global accepts · Rating: 900 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

450.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 900 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

451.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LucaLucaM's solution](#)

452.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

453.

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[LucaLucaM's solution](#)

454.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,604 global accepts · Rating: 900 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

455.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,680 global accepts · Rating: 900 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LucaLucaM's solution](#)

456.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[LucaLucaM's solution](#)

457.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

458.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[LucaLucaM's solution](#)

459.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[LucaLucaM's solution](#)

460.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,594 global accepts · Rating: 900 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

461.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LucaLucaM's solution](#)

462.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[LucaLucaM's solution](#)

463.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

464.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[LucaLucaM's solution](#)

465.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

466.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LucaLucaM's solution](#)

467.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LucaLucaM's solution](#)

468.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

469.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[LucaLucaM's solution](#)

470.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

471.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,201 global accepts · Rating: 1000 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[LucaLucaM's solution](#)

472.

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[LucaLucaM's solution](#)

473.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

474.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

475.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

476.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[LucaLucaM's solution](#)

477.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

478.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[LucaLucaM's solution](#)

479.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LucaLucaM's solution](#)

480.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LucaLucaM's solution](#)

481.

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[LucaLucaM's solution](#)

482.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

483.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[LucaLucaM's solution](#)

484.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,279 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[LucaLucaM's solution](#)

485.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

486.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

487.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[LucaLucaM's solution](#)

488.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

489.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[LucaLucaM's solution](#)

490.

1770B

[Koxia and Permutation](#) · [Tutorial](#)

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

491.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[LucaLucaM's solution](#)

492.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

493.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[LucaLucaM's solution](#)

494.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

495.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[LucaLucaM's solution](#)

496.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[LucaLucaM's solution](#)

497.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

498.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[LucaLucaM's solution](#)

499.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[LucaLucaM's solution](#)

500.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[LucaLucaM's solution](#)

501.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,900 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

502.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[LucaLucaM's solution](#)

503.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LucaLucaM's solution](#)

504.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[LucaLucaM's solution](#)

505.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[LucaLucaM's solution](#)

506.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[LucaLucaM's solution](#)

507.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[LucaLucaM's solution](#)

508.

622A

[Infinite Sequence](#) · [Tutorial](#)

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

509.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[LucaLucaM's solution](#)

510.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

511.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

512.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

513.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[LucaLucaM's solution](#)

514.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[LucaLucaM's solution](#)

515.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[LucaLucaM's solution](#)

516.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[LucaLucaM's solution](#)

517.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

518.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LucaLucaM's solution](#)

519.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[LucaLucaM's solution](#)

520.

1469A

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[LucaLucaM's solution](#)

521.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[LucaLucaM's solution](#)

522.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[LucaLucaM's solution](#)

523.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,058 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[LucaLucaM's solution](#)

524.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[LucaLucaM's solution](#)

525.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[LucaLucaM's solution](#)

526.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,719 global accepts · Rating: 1000 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[LucaLucaM's solution](#)

527.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[LucaLucaM's solution](#)

528.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[LucaLucaM's solution](#)

529.

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings
[LucaLucaM's solution](#)

530.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[LucaLucaM's solution](#)

531.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[LucaLucaM's solution](#)

532.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[LucaLucaM's solution](#)

533.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

534.

1632B

[Roof Construction](#) · [Tutorial](#)

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[LucaLucaM's solution](#)

535.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

536.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LucaLucaM's solution](#)

537.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

538.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,484 global accepts · Rating: 1000 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

539.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,291 global accepts · Rating: 1000 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[LucaLucaM's solution](#)

540.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

541.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

542.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

543.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,948 global accepts · Rating: 1000 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[LucaLucaM's solution](#)

544.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[LucaLucaM's solution](#)

545.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[LucaLucaM's solution](#)

546.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[LucaLucaM's solution](#)

547.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[LucaLucaM's solution](#)

548.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

549.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

550.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[LucaLucaM's solution](#)

551.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[LucaLucaM's solution](#)

552.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[LucaLucaM's solution](#)

553.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[LucaLucaM's solution](#)

554.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[LucaLucaM's solution](#)

555.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LucaLucaM's solution](#)

556.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,029 global accepts · Rating: 1100 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[LucaLucaM's solution](#)

557.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[LucaLucaM's solution](#)

558.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

559.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

560.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[LucaLucaM's solution](#)

561.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-14 · last AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[LucaLucaM's solution](#)

562.

1811C

[Restore the Array](#) · [Tutorial](#)

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[LucaLucaM's solution](#)

563.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings

[LucaLucaM's solution](#)

564.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[LucaLucaM's solution](#)

565.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

566.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,341 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[LucaLucaM's solution](#)

567.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[LucaLucaM's solution](#)

568.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[LucaLucaM's solution](#)

569.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[LucaLucaM's solution](#)

570.

1791G1

[Teleporters \(Easy Version\)](#) · [Tutorial](#)

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

571.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,296 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[LucaLucaM's solution](#)

572.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[LucaLucaM's solution](#)

573.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

574.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

575.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

576.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LucaLucaM's solution](#)

577.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[LucaLucaM's solution](#)

578.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LucaLucaM's solution](#)

579.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[LucaLucaM's solution](#)

580.

1304B

[Longest Palindrome](#) · [Tutorial](#)

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[LucaLucaM's solution](#)

581.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math

[LucaLucaM's solution](#)

582.

1099B

[Squares and Segments](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[LucaLucaM's solution](#)

583.

1760E

[Binary Inversions](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[LucaLucaM's solution](#)

584.

1085B

[Div Times Mod](#) · [Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[LucaLucaM's solution](#)

585.

1288B

[Yet Another Meme Problem](#) · [Tutorial](#)

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[LucaLucaM's solution](#)

586.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
[LucaLucaM's solution](#)

587.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
[LucaLucaM's solution](#)

588.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[LucaLucaM's solution](#)

589.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[LucaLucaM's solution](#)

590.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[LucaLucaM's solution](#)

591.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[LucaLucaM's solution](#)

592.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers
[LucaLucaM's solution](#)

593.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[LucaLucaM's solution](#)

594.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[LucaLucaM's solution](#)

595.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[LucaLucaM's solution](#)

596.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[LucaLucaM's solution](#)

597.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers
[LucaLucaM's solution](#)

598.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[LucaLucaM's solution](#)

599.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[LucaLucaM's solution](#)

600.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[LucaLucaM's solution](#)

601.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[LucaLucaM's solution](#)

602.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[LucaLucaM's solution](#)

603.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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604.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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605.

1708B

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Quality: 28,418 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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606.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

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607.

1700B

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Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[LucaLucaM's solution](#)

608.

1692D

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Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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609.

1675C

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Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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610.

1676E

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Quality: 33,077 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

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611.

1670B

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Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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612.

1672C

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Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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613.

1669F

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614.

1669D

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Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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615.

1637B

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616.

1360C

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[LucaLucaM's solution](#)

617.

1638B

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Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

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618.

1604B

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Quality: 16,336 global accepts · Rating: 1100 · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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619.

1633C

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Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-02-01 · Python 3 (first AC) · Tags: brute force, math

[LucaLucaM's solution](#)

620.

1625B

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621.

1631B

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Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[LucaLucaM's solution](#)

622.

1624C

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Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

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623.

988B

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Quality: 20,289 global accepts · Rating: 1100 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[LucaLucaM's solution](#)

624.

1066A

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Quality: 15,428 global accepts · Rating: 1100 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

625.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[LucaLucaM's solution](#)

626.

1618C

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Quality: 32,408 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

627.

1165A

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Quality: 14,691 global accepts · Rating: 1100 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

628.

1176B

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Quality: 18,332 global accepts · Rating: 1100 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

629.

1213B

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Quality: 31,558 global accepts · Rating: 1100 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LucaLucaM's solution](#)

630.

1472C

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Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

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631.

1593D1

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Quality: 21,805 global accepts · Rating: 1100 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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632.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[LucaLucaM's solution](#)

633.

2020B

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[LucaLucaM's solution](#)

634.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[LucaLucaM's solution](#)

635.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[LucaLucaM's solution](#)

636.

1951B

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Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[LucaLucaM's solution](#)

637.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[LucaLucaM's solution](#)

638.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[LucaLucaM's solution](#)

639.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

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640.

1907C

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Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[LucaLucaM's solution](#)

641.

1877C

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Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

642.

1539C

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Quality: 31,470 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

643.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[LucaLucaM's solution](#)

644.

1150C

[Prefix Sum Primes](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LucaLucaM's solution](#)

645.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

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646.

1834C

[Game with Reversing](#) · [Tutorial](#)

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[LucaLucaM's solution](#)

647.

1832C

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Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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648.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[LucaLucaM's solution](#)

649.

1800D

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Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[LucaLucaM's solution](#)

650.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[LucaLucaM's solution](#)

651.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

652.

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1200 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

653.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,297 global accepts · Rating: 1200 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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654.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[LucaLucaM's solution](#)

655.

1352B

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Quality: 44,830 global accepts · Rating: 1200 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LucaLucaM's solution](#)

656.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[LucaLucaM's solution](#)

657.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[LucaLucaM's solution](#)

658.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[LucaLucaM's solution](#)

659.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-24 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[LucaLucaM's solution](#)

660.

1076B

[Divisor Subtraction](#) · [Tutorial](#)

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[LucaLucaM's solution](#)

661.

1076A

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Quality: 14,102 global accepts · Rating: 1200 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[LucaLucaM's solution](#)

662.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[LucaLucaM's solution](#)

663.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[LucaLucaM's solution](#)

664.

1635C

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Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[LucaLucaM's solution](#)

665.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[LucaLucaM's solution](#)

666.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math
[LucaLucaM's solution](#)

667.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[LucaLucaM's solution](#)

668.

1744D

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Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[LucaLucaM's solution](#)

669.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[LucaLucaM's solution](#)

670.

1736B

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Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

671.

461A

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Quality: 16,433 global accepts · Rating: 1200 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

672.

1738B

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Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[LucaLucaM's solution](#)

673.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[LucaLucaM's solution](#)

674.

1713C

[Build Permutation](#) · [Tutorial](#)

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[LucaLucaM's solution](#)

675.

1729D

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Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

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676.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LucaLucaM's solution](#)

677.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[LucaLucaM's solution](#)

678.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

679.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[LucaLucaM's solution](#)

680.

1720C

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Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LucaLucaM's solution](#)

681.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LucaLucaM's solution](#)

682.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, schedules

[LucaLucaM's solution](#)

683.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[LucaLucaM's solution](#)

684.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[LucaLucaM's solution](#)

685.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[LucaLucaM's solution](#)

686.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[LucaLucaM's solution](#)

687.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[LucaLucaM's solution](#)

688.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[LucaLucaM's solution](#)

689.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[LucaLucaM's solution](#)

690.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[LucaLucaM's solution](#)

691.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[LucaLucaM's solution](#)

692.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[LucaLucaM's solution](#)

693.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[LucaLucaM's solution](#)

694.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[LucaLucaM's solution](#)

695.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[LucaLucaM's solution](#)

696.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[LucaLucaM's solution](#)

697.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[LucaLucaM's solution](#)

698.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
[LucaLucaM's solution](#)

699.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings
[LucaLucaM's solution](#)

700.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings
[LucaLucaM's solution](#)

701.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[LucaLucaM's solution](#)

702.

1015B

[Obtaining the String](#) · [Tutorial](#)

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[LucaLucaM's solution](#)

703.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[LucaLucaM's solution](#)

704.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[LucaLucaM's solution](#)

705.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[LucaLucaM's solution](#)

706.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[LucaLucaM's solution](#)

707.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[LucaLucaM's solution](#)

708.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
[LucaLucaM's solution](#)

709.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
[LucaLucaM's solution](#)

710.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[LucaLucaM's solution](#)

711.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[LucaLucaM's solution](#)

712.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
[LucaLucaM's solution](#)

713.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[LucaLucaM's solution](#)

714.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[LucaLucaM's solution](#)

715.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[LucaLucaM's solution](#)

716.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[LucaLucaM's solution](#)

717.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[LucaLucaM's solution](#)

718.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[LucaLucaM's solution](#)

719.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[LucaLucaM's solution](#)

720.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[LucaLucaM's solution](#)

721.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[LucaLucaM's solution](#)

722.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[LucaLucaM's solution](#)

723.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[LucaLucaM's solution](#)

724.

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[LucaLucaM's solution](#)

725.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[LucaLucaM's solution](#)

726.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[LucaLucaM's solution](#)

727.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[LucaLucaM's solution](#)

728.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

729.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[LucaLucaM's solution](#)

730.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[LucaLucaM's solution](#)

731.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[LucaLucaM's solution](#)

732.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[LucaLucaM's solution](#)

733.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[LucaLucaM's solution](#)

734.

1601A

[Array Elimination](#) · [Tutorial](#)

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[LucaLucaM's solution](#)

735.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[LucaLucaM's solution](#)

736.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,261 global accepts · Rating: 1300 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LucaLucaM's solution](#)

737.

1794C

[Scoring Subsequences](#) · [Tutorial](#)

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[LucaLucaM's solution](#)

738.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

739.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[LucaLucaM's solution](#)

740.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[LucaLucaM's solution](#)

741.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[LucaLucaM's solution](#)

742.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[LucaLucaM's solution](#)

743.

870C

[Maximum splitting](#) · [Tutorial](#)

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[LucaLucaM's solution](#)

744.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[LucaLucaM's solution](#)

745.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LucaLucaM's solution](#)

746.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[LucaLucaM's solution](#)

747.

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[LucaLucaM's solution](#)

748.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[LucaLucaM's solution](#)

749.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

750.

1096B

[Substring Removal](#) · [Tutorial](#)

Quality: 11,684 global accepts · Rating: 1300 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[LucaLucaM's solution](#)

751.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,362 global accepts · Rating: 1300 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

752.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1300 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[LucaLucaM's solution](#)

753.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LucaLucaM's solution](#)

754.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[LucaLucaM's solution](#)

755.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[LucaLucaM's solution](#)

756.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[LucaLucaM's solution](#)

757.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[LucaLucaM's solution](#)

758.

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

759.

1746C

[Permutation Operations](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LucaLucaM's solution](#)

760.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[LucaLucaM's solution](#)

761.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[LucaLucaM's solution](#)

762.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[LucaLucaM's solution](#)

763.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[LucaLucaM's solution](#)

764.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[LucaLucaM's solution](#)

765.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

766.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LucaLucaM's solution](#)

767.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees

[LucaLucaM's solution](#)

768.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[LucaLucaM's solution](#)

769.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[LucaLucaM's solution](#)

770.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

771.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp,

greedy, sortings

[LucaLucaM's solution](#)

772.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[LucaLucaM's solution](#)

773.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[LucaLucaM's solution](#)

774.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[LucaLucaM's solution](#)

775.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[LucaLucaM's solution](#)

776.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[LucaLucaM's solution](#)

777.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LucaLucaM's solution](#)

778.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,893 global accepts · Rating: 1300 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[LucaLucaM's solution](#)

779.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,122 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[LucaLucaM's solution](#)

780.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[LucaLucaM's solution](#)

781.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[LucaLucaM's solution](#)

782.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[LucaLucaM's solution](#)

783.

1618D

[Array and Operations](#) · [Tutorial](#)

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[LucaLucaM's solution](#)

784.

1617C

[Paprika and Permutation](#) · [Tutorial](#)

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[LucaLucaM's solution](#)

785.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[LucaLucaM's solution](#)

786.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[LucaLucaM's solution](#)

787.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[LucaLucaM's solution](#)

788.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,457 global accepts · Rating: 1300 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[LucaLucaM's solution](#)

789.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[LucaLucaM's solution](#)

790.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[LucaLucaM's solution](#)

791.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[LucaLucaM's solution](#)

792.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees
[LucaLucaM's solution](#)

793.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[LucaLucaM's solution](#)

794.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[LucaLucaM's solution](#)

795.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[LucaLucaM's solution](#)

796.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[LucaLucaM's solution](#)

797.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[LucaLucaM's solution](#)

798.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[LucaLucaM's solution](#)

799.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[LucaLucaM's solution](#)

800.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[LucaLucaM's solution](#)

801.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[LucaLucaM's solution](#)

802.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[LucaLucaM's solution](#)

803.

1883G1

[Dances \(Easy version\) · Tutorial](#)

Quality: 19,562 global accepts · Rating: 1400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[LucaLucaM's solution](#)

804.

1883F

[You Are So Beautiful · Tutorial](#)

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[LucaLucaM's solution](#)

805.

1878E

[Iva & Pav · Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[LucaLucaM's solution](#)

806.

1845C

[Strong Password · Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[LucaLucaM's solution](#)

807.

1847C

[Vampiric Powers, anyone? · Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[LucaLucaM's solution](#)

808.

1833D

[Flipper · Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[LucaLucaM's solution](#)

809.

1790E

[Vlad and a Pair of Numbers · Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · last AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[LucaLucaM's solution](#)

810.

1201C

[Maximum Median · Tutorial](#)

Quality: 33,251 global accepts · Rating: 1400 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[LucaLucaM's solution](#)

811.

1758C

[Almost All Multiples · Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[LucaLucaM's solution](#)

812.

1772D

[Absolute Sorting · Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[LucaLucaM's solution](#)

813.

1762C

[Binary Strings are Fun · Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[LucaLucaM's solution](#)

814.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[LucaLucaM's solution](#)

815.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[LucaLucaM's solution](#)

816.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,430 global accepts · Rating: 1400 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

817.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[LucaLucaM's solution](#)

818.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[LucaLucaM's solution](#)

819.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[LucaLucaM's solution](#)

820.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[LucaLucaM's solution](#)

821.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[LucaLucaM's solution](#)

822.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

823.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[LucaLucaM's solution](#)

824.

1506D

[Epic Transformation](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[LucaLucaM's solution](#)

825.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[LucaLucaM's solution](#)

826.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[LucaLucaM's solution](#)

827.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

828.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LucaLucaM's solution](#)

829.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LucaLucaM's solution](#)

830.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[LucaLucaM's solution](#)

831.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[LucaLucaM's solution](#)

832.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[LucaLucaM's solution](#)

833.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[LucaLucaM's solution](#)

834.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[LucaLucaM's solution](#)

835.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[LucaLucaM's solution](#)

836.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[LucaLucaM's solution](#)

837.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[LucaLucaM's solution](#)

838.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,200 global accepts · Rating: 1400 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[LucaLucaM's solution](#)

839.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

840.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[LucaLucaM's solution](#)

841.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[LucaLucaM's solution](#)

842.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[LucaLucaM's solution](#)

843.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[LucaLucaM's solution](#)

844.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[LucaLucaM's solution](#)

845.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[LucaLucaM's solution](#)

846.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[LucaLucaM's solution](#)

847.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[LucaLucaM's solution](#)

848.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[LucaLucaM's solution](#)

849.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[LucaLucaM's solution](#)

850.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[LucaLucaM's solution](#)

851.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2022-08-01 · last AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[LucaLucaM's solution](#)

852.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[LucaLucaM's solution](#)

853.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LucaLucaM's solution](#)

854.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

855.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[LucaLucaM's solution](#)

856.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[LucaLucaM's solution](#)

857.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[LucaLucaM's solution](#)

858.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LucaLucaM's solution](#)

859.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[LucaLucaM's solution](#)

860.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[LucaLucaM's solution](#)

861.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-07 · PyPy 3 (first AC) · Tags: bitmasks, math

[LucaLucaM's solution](#)

862.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LucaLucaM's solution](#)

863.

1624D

[Palindromes Coloring](#) · [Tutorial](#)

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[LucaLucaM's solution](#)

864.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

865.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

866.

279B

[Books](#) · [Tutorial](#)

Quality: 72,460 global accepts · Rating: 1400 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[LucaLucaM's solution](#)

867.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,741 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

868.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[LucaLucaM's solution](#)

869.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[LucaLucaM's solution](#)

870.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[LucaLucaM's solution](#)

871.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[LucaLucaM's solution](#)

872.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

873.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[LucaLucaM's solution](#)

874.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[LucaLucaM's solution](#)

875.

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings
[LucaLucaM's solution](#)

876.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy
[LucaLucaM's solution](#)

877.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,362 global accepts · Rating: 1500 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
[LucaLucaM's solution](#)

878.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[LucaLucaM's solution](#)

879.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings
[LucaLucaM's solution](#)

880.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[LucaLucaM's solution](#)

881.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp
[LucaLucaM's solution](#)

882.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[LucaLucaM's solution](#)

883.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[LucaLucaM's solution](#)

884.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[LucaLucaM's solution](#)

885.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[LucaLucaM's solution](#)

886.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,662 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[LucaLucaM's solution](#)

887.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,661 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[LucaLucaM's solution](#)

888.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[LucaLucaM's solution](#)

889.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[LucaLucaM's solution](#)

890.

1490F

[Equalize the Array](#) · [Tutorial](#)

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[LucaLucaM's solution](#)

891.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[LucaLucaM's solution](#)

892.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,040 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[LucaLucaM's solution](#)

893.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

894.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[LucaLucaM's solution](#)

895.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[LucaLucaM's solution](#)

896.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
[LucaLucaM's solution](#)

897.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math
[LucaLucaM's solution](#)

898.

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[LucaLucaM's solution](#)

899.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[LucaLucaM's solution](#)

900.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[LucaLucaM's solution](#)

901.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
[LucaLucaM's solution](#)

902.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[LucaLucaM's solution](#)

903.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
[LucaLucaM's solution](#)

904.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search
[LucaLucaM's solution](#)

905.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[LucaLucaM's solution](#)

906.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
[LucaLucaM's solution](#)

907.

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[LucaLucaM's solution](#)

908.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[LucaLucaM's solution](#)

909.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[LucaLucaM's solution](#)

910.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[LucaLucaM's solution](#)

911.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings
[LucaLucaM's solution](#)

912.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, sortings
[LucaLucaM's solution](#)

913.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[LucaLucaM's solution](#)

914.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1500 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[LucaLucaM's solution](#)

915.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[LucaLucaM's solution](#)

916.

1526C1

[Potions \(Easy Version\)](#) · [Tutorial](#)

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
[LucaLucaM's solution](#)

917.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[LucaLucaM's solution](#)

918.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory
[LucaLucaM's solution](#)

919.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[LucaLucaM's solution](#)

920.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[LucaLucaM's solution](#)

921.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings
[LucaLucaM's solution](#)

922.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[LucaLucaM's solution](#)

923.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[LucaLucaM's solution](#)

924.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[LucaLucaM's solution](#)

925.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2022-03-14 · last AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[LucaLucaM's solution](#)

926.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,931 global accepts · Rating: 1500 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

927.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

928.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[LucaLucaM's solution](#)

929.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[LucaLucaM's solution](#)

930.

1538F

[Interesting Function](#) · [Tutorial](#)

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[LucaLucaM's solution](#)

931.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[LucaLucaM's solution](#)

932.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[LucaLucaM's solution](#)

933.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

934.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[LucaLucaM's solution](#)

935.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[LucaLucaM's solution](#)

936.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[LucaLucaM's solution](#)

937.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[LucaLucaM's solution](#)

938.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[LucaLucaM's solution](#)

939.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[LucaLucaM's solution](#)

940.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

941.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[LucaLucaM's solution](#)

942.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

943.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

944.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[LucaLucaM's solution](#)

945.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[LucaLucaM's solution](#)

946.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-21 · last AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[LucaLucaM's solution](#)

947.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[LucaLucaM's solution](#)

948.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[LucaLucaM's solution](#)

949.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[LucaLucaM's solution](#)

950.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[LucaLucaM's solution](#)

951.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[LucaLucaM's solution](#)

952.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LucaLucaM's solution](#)

953.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[LucaLucaM's solution](#)

954.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[LucaLucaM's solution](#)

955.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[LucaLucaM's solution](#)

956.

1795D

[Triangle Coloring](#) · [Tutorial](#)

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[LucaLucaM's solution](#)

957.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[LucaLucaM's solution](#)

958.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[LucaLucaM's solution](#)

959.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[LucaLucaM's solution](#)

960.

1003D

[Coins and Queries](#) · [Tutorial](#)

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

961.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[LucaLucaM's solution](#)

962.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[LucaLucaM's solution](#)

963.

1775C

[Interesting Sequence](#) · [Tutorial](#)

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[LucaLucaM's solution](#)

964.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[LucaLucaM's solution](#)

965.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[LucaLucaM's solution](#)

966.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[LucaLucaM's solution](#)

967.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[LucaLucaM's solution](#)

968.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[LucaLucaM's solution](#)

969.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[LucaLucaM's solution](#)

970.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[LucaLucaM's solution](#)

971.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[LucaLucaM's solution](#)

972.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[LucaLucaM's solution](#)

973.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[LucaLucaM's solution](#)

974.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[LucaLucaM's solution](#)

975.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[LucaLucaM's solution](#)

976.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

977.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[LucaLucaM's solution](#)

978.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[LucaLucaM's solution](#)

979.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[LucaLucaM's solution](#)

980.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[LucaLucaM's solution](#)

981.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[LucaLucaM's solution](#)

982.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[LucaLucaM's solution](#)

983.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[LucaLucaM's solution](#)

984.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[LucaLucaM's solution](#)

985.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1600 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[LucaLucaM's solution](#)

986.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[LucaLucaM's solution](#)

987.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[LucaLucaM's solution](#)

988.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[LucaLucaM's solution](#)

989.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[LucaLucaM's solution](#)

990.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

991.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LucaLucaM's solution](#)

992.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LucaLucaM's solution](#)

993.

1526C2

[Potions \(Hard Version\)](#) · [Tutorial](#)

Quality: 29,755 global accepts · Rating: 1600 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[LucaLucaM's solution](#)

994.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[LucaLucaM's solution](#)

995.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[LucaLucaM's solution](#)

996.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[LucaLucaM's solution](#)

997.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[LucaLucaM's solution](#)

998.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[LucaLucaM's solution](#)

999.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[LucaLucaM's solution](#)

1000.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[LucaLucaM's solution](#)

1001.

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

1002.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[LucaLucaM's solution](#)

1003.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[LucaLucaM's solution](#)

1004.

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[LucaLucaM's solution](#)

1005.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[LucaLucaM's solution](#)

1006.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[LucaLucaM's solution](#)

1007.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,801 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LucaLucaM's solution](#)

1008.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[LucaLucaM's solution](#)

1009.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

1010.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

1011.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory

[LucaLucaM's solution](#)

1012.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[LucaLucaM's solution](#)

1013.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[LucaLucaM's solution](#)

1014.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[LucaLucaM's solution](#)

1015.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[LucaLucaM's solution](#)

1016.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

1017.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

1018.

1342C

[Yet Another Counting Problem](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

1019.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[LucaLucaM's solution](#)

1020.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,724 global accepts · Rating: 1600 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

1021.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[LucaLucaM's solution](#)

1022.

1352G

[Special Permutation](#) · [Tutorial](#)

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

1023.

1722E

[Counting Rectangles](#) · [Tutorial](#)

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[LucaLucaM's solution](#)

1024.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LucaLucaM's solution](#)

1025.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[LucaLucaM's solution](#)

1026.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[LucaLucaM's solution](#)

1027.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[LucaLucaM's solution](#)

1028.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[LucaLucaM's solution](#)

1029.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LucaLucaM's solution](#)

1030.

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[LucaLucaM's solution](#)

1031.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[LucaLucaM's solution](#)

1032.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[LucaLucaM's solution](#)

1033.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[LucaLucaM's solution](#)

1034.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[LucaLucaM's solution](#)

1035.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[LucaLucaM's solution](#)

1036.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[LucaLucaM's solution](#)

1037.

2089A

[Simple Permutation](#) · [Tutorial](#)

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[LucaLucaM's solution](#)

1038.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2023-01-17 · last AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[LucaLucaM's solution](#)

1039.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2025-01-13 · last AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[LucaLucaM's solution](#)

1040.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs

[LucaLucaM's solution](#)

1041.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LucaLucaM's solution](#)

1042.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[LucaLucaM's solution](#)

1043.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[LucaLucaM's solution](#)

1044.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[LucaLucaM's solution](#)

1045.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[LucaLucaM's solution](#)

1046.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[LucaLucaM's solution](#)

1047.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[LucaLucaM's solution](#)

1048.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[LucaLucaM's solution](#)

1049.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[LucaLucaM's solution](#)

1050.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[LucaLucaM's solution](#)

1051.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[LucaLucaM's solution](#)

1052.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[LucaLucaM's solution](#)

1053.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[LucaLucaM's solution](#)

1054.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[LucaLucaM's solution](#)

1055.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[LucaLucaM's solution](#)

1056.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 1700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[LucaLucaM's solution](#)

1057.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,923 global accepts · Rating: 1700 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[LucaLucaM's solution](#)

1058.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[LucaLucaM's solution](#)

1059.

1836C

[k-th equality](#) · [Tutorial](#)

Quality: 1700 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[LucaLucaM's solution](#)

1060.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LucaLucaM's solution](#)

1061.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[LucaLucaM's solution](#)

1062.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[LucaLucaM's solution](#)

1063.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[LucaLucaM's solution](#)

1064.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[LucaLucaM's solution](#)

1065.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[LucaLucaM's solution](#)

1066.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[LucaLucaM's solution](#)

1067.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[LucaLucaM's solution](#)

1068.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[LucaLucaM's solution](#)

1069.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[LucaLucaM's solution](#)

1070.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[LucaLucaM's solution](#)

1071.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[LucaLucaM's solution](#)

1072.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[LucaLucaM's solution](#)

1073.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LucaLucaM's solution](#)

1074.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[LucaLucaM's solution](#)

1075.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[LucaLucaM's solution](#)

1076.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force
[LucaLucaM's solution](#)

1077.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[LucaLucaM's solution](#)

1078.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[LucaLucaM's solution](#)

1079.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[LucaLucaM's solution](#)

1080.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[LucaLucaM's solution](#)

1081.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[LucaLucaM's solution](#)

1082.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
[LucaLucaM's solution](#)

1083.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
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1084.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: games
[LucaLucaM's solution](#)

1085.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs
[LucaLucaM's solution](#)

1086.

631C

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Quality: 4,443 global accepts · Rating: 1700 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[LucaLucaM's solution](#)

1087.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[LucaLucaM's solution](#)

1088.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LucaLucaM's solution](#)

1089.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[LucaLucaM's solution](#)

1090.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[LucaLucaM's solution](#)

1091.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[LucaLucaM's solution](#)

1092.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[LucaLucaM's solution](#)

1093.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[LucaLucaM's solution](#)

1094.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[LucaLucaM's solution](#)

1095.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[LucaLucaM's solution](#)

1096.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[LucaLucaM's solution](#)

1097.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[LucaLucaM's solution](#)

1098.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[LucaLucaM's solution](#)

1099.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[LucaLucaM's solution](#)

1100.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[LucaLucaM's solution](#)

1101.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[LucaLucaM's solution](#)

1102.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[LucaLucaM's solution](#)

1103.

977F

[Consecutive Subsequence](#) · [Tutorial](#)

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LucaLucaM's solution](#)

1104.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LucaLucaM's solution](#)

1105.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[LucaLucaM's solution](#)

1106.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[LucaLucaM's solution](#)

1107.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[LucaLucaM's solution](#)

1108.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[LucaLucaM's solution](#)

1109.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[LucaLucaM's solution](#)

1110.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[LucaLucaM's solution](#)

1111.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[LucaLucaM's solution](#)

1112.

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LucaLucaM's solution](#)

1113.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[LucaLucaM's solution](#)

1114.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[LucaLucaM's solution](#)

1115.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[LucaLucaM's solution](#)

1116.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[LucaLucaM's solution](#)

1117.

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, strings
[LucaLucaM's solution](#)

1118.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, math
[LucaLucaM's solution](#)

1119.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp
[LucaLucaM's solution](#)

1120.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp
[LucaLucaM's solution](#)

1121.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[LucaLucaM's solution](#)

1122.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
[LucaLucaM's solution](#)

1123.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees
[LucaLucaM's solution](#)

1124.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings
[LucaLucaM's solution](#)

1125.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[LucaLucaM's solution](#)

1126.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[LucaLucaM's solution](#)

1127.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[LucaLucaM's solution](#)

1128.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[LucaLucaM's solution](#)

1129.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[LucaLucaM's solution](#)

1130.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[LucaLucaM's solution](#)

1131.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[LucaLucaM's solution](#)

1132.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[LucaLucaM's solution](#)

1133.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[LucaLucaM's solution](#)

1134.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[LucaLucaM's solution](#)

1135.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[LucaLucaM's solution](#)

1136.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[LucaLucaM's solution](#)

1137.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[LucaLucaM's solution](#)

1138.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[LucaLucaM's solution](#)

1139.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[LucaLucaM's solution](#)

1140.

888E

[Maximum Subsequence](#) · [Tutorial](#)

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[LucaLucaM's solution](#)

1141.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[LucaLucaM's solution](#)

1142.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[LucaLucaM's solution](#)

1143.

1768D

[Lucky Permutation](#) · [Tutorial](#)

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[LucaLucaM's solution](#)

1144.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[LucaLucaM's solution](#)

1145.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[LucaLucaM's solution](#)

1146.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[LucaLucaM's solution](#)

1147.

1758D

[Range = " Sum](#)[Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[LucaLucaM's solution](#)

1148.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[LucaLucaM's solution](#)

1149.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[LucaLucaM's solution](#)

1150.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LucaLucaM's solution](#)

1151.

1637D

[Yet Another Minimization Problem](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[LucaLucaM's solution](#)

1152.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[LucaLucaM's solution](#)

1153.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[LucaLucaM's solution](#)

1154.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[LucaLucaM's solution](#)

1155.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[LucaLucaM's solution](#)

1156.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[LucaLucaM's solution](#)

1157.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

1158.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[LucaLucaM's solution](#)

1159.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[LucaLucaM's solution](#)

1160.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[LucaLucaM's solution](#)

1161.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[LucaLucaM's solution](#)

1162.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[LucaLucaM's solution](#)

1163.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[LucaLucaM's solution](#)

1164.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 1900 · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[LucaLucaM's solution](#)

1165.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LucaLucaM's solution](#)

1166.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[LucaLucaM's solution](#)

1167.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[LucaLucaM's solution](#)

1168.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[LucaLucaM's solution](#)

1169.

1747D

[Yet Another Problem](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[LucaLucaM's solution](#)

1170.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[LucaLucaM's solution](#)

1171.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[LucaLucaM's solution](#)

1172.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[LucaLucaM's solution](#)

1173.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[LucaLucaM's solution](#)

1174.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[LucaLucaM's solution](#)

1175.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[LucaLucaM's solution](#)

1176.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[LucaLucaM's solution](#)

1177.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[LucaLucaM's solution](#)

1178.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[LucaLucaM's solution](#)

1179.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

1180.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LucaLucaM's solution](#)

1181.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[LucaLucaM's solution](#)

1182.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[LucaLucaM's solution](#)

1183.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[LucaLucaM's solution](#)

1184.

1371E1

[Asterism \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[LucaLucaM's solution](#)

1185.

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

1186.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[LucaLucaM's solution](#)

1187.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[LucaLucaM's solution](#)

1188.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[LucaLucaM's solution](#)

1189.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[LucaLucaM's solution](#)

1190.

1883G2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[LucaLucaM's solution](#)

1191.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[LucaLucaM's solution](#)

1192.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[LucaLucaM's solution](#)

1193.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[LucaLucaM's solution](#)

1194.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[LucaLucaM's solution](#)

1195.

1791G2

[Teleporters \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[LucaLucaM's solution](#)

1196.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[LucaLucaM's solution](#)

1197.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[LucaLucaM's solution](#)

1198.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[LucaLucaM's solution](#)

1199.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[LucaLucaM's solution](#)

1200.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[LucaLucaM's solution](#)

1201.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[LucaLucaM's solution](#)

1202.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[LucaLucaM's solution](#)

1203.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[LucaLucaM's solution](#)

1204.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LucaLucaM's solution](#)

1205.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[LucaLucaM's solution](#)

1206.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[LucaLucaM's solution](#)

1207.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[LucaLucaM's solution](#)

1208.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[LucaLucaM's solution](#)

1209.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[LucaLucaM's solution](#)

1210.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math

[LucaLucaM's solution](#)

1211.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[LucaLucaM's solution](#)

1212.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LucaLucaM's solution](#)

1213.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[LucaLucaM's solution](#)

1214.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[LucaLucaM's solution](#)

1215.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[LucaLucaM's solution](#)

1216.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[LucaLucaM's solution](#)

1217.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[LucaLucaM's solution](#)

1218.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[LucaLucaM's solution](#)

1219.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[LucaLucaM's solution](#)

1220.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[LucaLucaM's solution](#)

1221.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[LucaLucaM's solution](#)

1222.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[LucaLucaM's solution](#)

1223.

1624F

[Interactive Problem](#) · [Tutorial](#)

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[LucaLucaM's solution](#)

1224.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[LucaLucaM's solution](#)

1225.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[LucaLucaM's solution](#)

1226.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[LucaLucaM's solution](#)

1227.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[LucaLucaM's solution](#)

1228.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[LucaLucaM's solution](#)

1229.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[LucaLucaM's solution](#)

1230.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LucaLucaM's solution](#)

1231.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[LucaLucaM's solution](#)

1232.

1183E

[Subsequences \(easy version\)](#) · [Tutorial](#)

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[LucaLucaM's solution](#)

1233.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[LucaLucaM's solution](#)

1234.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[LucaLucaM's solution](#)

1235.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[LucaLucaM's solution](#)

1236.

1084E

[The Fair Nut and Strings](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[LucaLucaM's solution](#)

1237.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LucaLucaM's solution](#)

1238.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[LucaLucaM's solution](#)

1239.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[LucaLucaM's solution](#)

1240.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[LucaLucaM's solution](#)

1241.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[LucaLucaM's solution](#)

1242.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[LucaLucaM's solution](#)

1243.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math

[LucaLucaM's solution](#)

1244.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[LucaLucaM's solution](#)

1245.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[LucaLucaM's solution](#)

1246.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[LucaLucaM's solution](#)

1247.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[LucaLucaM's solution](#)

1248.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

1249.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[LucaLucaM's solution](#)

1250.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[LucaLucaM's solution](#)

1251.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[LucaLucaM's solution](#)

1252.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[LucaLucaM's solution](#)

1253.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-06-09 · last AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[LucaLucaM's solution](#)

1254.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[LucaLucaM's solution](#)

1255.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[LucaLucaM's solution](#)

1256.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp

[LucaLucaM's solution](#)

1257.

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[LucaLucaM's solution](#)

1258.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[LucaLucaM's solution](#)

1259.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[LucaLucaM's solution](#)

1260.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[LucaLucaM's solution](#)

1261.

872D

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, interactive

[LucaLucaM's solution](#)

1262.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[LucaLucaM's solution](#)

1263.

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[LucaLucaM's solution](#)

1264.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[LucaLucaM's solution](#)

1265.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[LucaLucaM's solution](#)

1266.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[LucaLucaM's solution](#)

1267.

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[LucaLucaM's solution](#)

1268.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[LucaLucaM's solution](#)

1269.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[LucaLucaM's solution](#)

1270.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[LucaLucaM's solution](#)

1271.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[LucaLucaM's solution](#)

1272.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[LucaLucaM's solution](#)

1273.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[LucaLucaM's solution](#)

1274.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[LucaLucaM's solution](#)

1275.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[LucaLucaM's solution](#)

1276.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[LucaLucaM's solution](#)

1277.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[LucaLucaM's solution](#)

1278.

2152E

[Monotone Subsequence](#) · [Tutorial](#)

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[LucaLucaM's solution](#)

1279.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-13 · last AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[LucaLucaM's solution](#)

1280.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[LucaLucaM's solution](#)

1281.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[LucaLucaM's solution](#)

1282.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[LucaLucaM's solution](#)

1283.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[LucaLucaM's solution](#)

1284.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy

[LucaLucaM's solution](#)

1285.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math

[LucaLucaM's solution](#)

1286.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[LucaLucaM's solution](#)

1287.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[LucaLucaM's solution](#)

1288.

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[LucaLucaM's solution](#)

1289.

1108E2

[Array and Segments \(Hard version\) · Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[LucaLucaM's solution](#)

1290.

1913D

[Array Collapse · Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[LucaLucaM's solution](#)

1291.

1151E

[Number of Components · Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[LucaLucaM's solution](#)

1292.

1970D1

[Arithmancy \(Easy\) · Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[LucaLucaM's solution](#)

1293.

1970B2

[Exact Neighbours \(Medium\) · Tutorial](#)

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

1294.

1942D

[Learning to Paint · Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[LucaLucaM's solution](#)

1295.

1000E

[We Need More Bosses · Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[LucaLucaM's solution](#)

1296.

1296F

[Berland Beauty · Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[LucaLucaM's solution](#)

1297.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[LucaLucaM's solution](#)

1298.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[LucaLucaM's solution](#)

1299.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[LucaLucaM's solution](#)

1300.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[LucaLucaM's solution](#)

1301.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2023-11-21 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[LucaLucaM's solution](#)

1302.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[LucaLucaM's solution](#)

1303.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[LucaLucaM's solution](#)

1304.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[LucaLucaM's solution](#)

1305.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[LucaLucaM's solution](#)

1306.

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[LucaLucaM's solution](#)

1307.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[LucaLucaM's solution](#)

1308.

665E

[Beautiful Subarrays](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[LucaLucaM's solution](#)

1309.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[LucaLucaM's solution](#)

1310.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[LucaLucaM's solution](#)

1311.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LucaLucaM's solution](#)

1312.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[LucaLucaM's solution](#)

1313.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[LucaLucaM's solution](#)

1314.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[LucaLucaM's solution](#)

1315.

632D

[Longest Subsequence](#) · [Tutorial](#)

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[LucaLucaM's solution](#)

1316.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[LucaLucaM's solution](#)

1317.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy,

implementation, shortest paths

[LucaLucaM's solution](#)

1318.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[LucaLucaM's solution](#)

1319.

863F

[Almost Permutation](#) · [Tutorial](#)

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: flows

[LucaLucaM's solution](#)

1320.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[LucaLucaM's solution](#)

1321.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[LucaLucaM's solution](#)

1322.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[LucaLucaM's solution](#)

1323.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[LucaLucaM's solution](#)

1324.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[LucaLucaM's solution](#)

1325.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[LucaLucaM's solution](#)

1326.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[LucaLucaM's solution](#)

1327.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[LucaLucaM's solution](#)

1328.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[LucaLucaM's solution](#)

1329.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[LucaLucaM's solution](#)

1330.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[LucaLucaM's solution](#)

1331.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[LucaLucaM's solution](#)

1332.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[LucaLucaM's solution](#)

1333.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[LucaLucaM's solution](#)

1334.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[LucaLucaM's solution](#)

1335.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[LucaLucaM's solution](#)

1336.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[LucaLucaM's solution](#)

1337.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[LucaLucaM's solution](#)

1338.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[LucaLucaM's solution](#)

1339.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[LucaLucaM's solution](#)

1340.

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[LucaLucaM's solution](#)

1341.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[LucaLucaM's solution](#)

1342.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[LucaLucaM's solution](#)

1343.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LucaLucaM's solution](#)

1344.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[LucaLucaM's solution](#)

1345.

1832E

[Combinatorics Problem](#) · [Tutorial](#)

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[LucaLucaM's solution](#)

1346.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[LucaLucaM's solution](#)

1347.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[LucaLucaM's solution](#)

1348.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[LucaLucaM's solution](#)

1349.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

1350.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[LucaLucaM's solution](#)

1351.

560E

[Gerald and Giant Chess](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[LucaLucaM's solution](#)

1352.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LucaLucaM's solution](#)

1353.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LucaLucaM's solution](#)

1354.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-12-24 · last AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, probabilities

[LucaLucaM's solution](#)

1355.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[LucaLucaM's solution](#)

1356.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[LucaLucaM's solution](#)

1357.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[LucaLucaM's solution](#)

1358.

845G

[Shortest Path Problem? · Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[LucaLucaM's solution](#)

1359.

1404C

[Fixed Point Removal · Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[LucaLucaM's solution](#)

1360.

1494D

[Dogeforces · Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[LucaLucaM's solution](#)

1361.

1706E

[Qpwoeirut and Vertices · Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[LucaLucaM's solution](#)

1362.

1691E

[Number of Groups · Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[LucaLucaM's solution](#)

1363.

277B

[Set of Points · Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry

[LucaLucaM's solution](#)

1364.

1982E

[Number of k-good subarrays · Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[LucaLucaM's solution](#)

1365.

1970F3

[Playing Quidditch \(Hard\) · Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

1366.

1970F2

[Playing Quidditch \(Medium\) · Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

1367.

1970F1

[Playing Quidditch \(Easy\) · Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LucaLucaM's solution](#)

1368.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[LucaLucaM's solution](#)

1369.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[LucaLucaM's solution](#)

1370.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[LucaLucaM's solution](#)

1371.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[LucaLucaM's solution](#)

1372.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[LucaLucaM's solution](#)

1373.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[LucaLucaM's solution](#)

1374.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[LucaLucaM's solution](#)

1375.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[LucaLucaM's solution](#)

1376.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[LucaLucaM's solution](#)

1377.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing

[LucaLucaM's solution](#)

1378.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[LucaLucaM's solution](#)

1379.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[LucaLucaM's solution](#)

1380.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[LucaLucaM's solution](#)

1381.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[LucaLucaM's solution](#)

1382.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[LucaLucaM's solution](#)

1383.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[LucaLucaM's solution](#)

1384.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[LucaLucaM's solution](#)

1385.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[LucaLucaM's solution](#)

1386.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory

[LucaLucaM's solution](#)

1387.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[LucaLucaM's solution](#)

1388.

1163E

[Magical Permutation](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[LucaLucaM's solution](#)

1389.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[LucaLucaM's solution](#)

1390.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[LucaLucaM's solution](#)

1391.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[LucaLucaM's solution](#)

1392.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[LucaLucaM's solution](#)

1393.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[LucaLucaM's solution](#)

1394.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[LucaLucaM's solution](#)

1395.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[LucaLucaM's solution](#)

1396.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[LucaLucaM's solution](#)

1397.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[LucaLucaM's solution](#)

1398.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[LucaLucaM's solution](#)

1399.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[LucaLucaM's solution](#)

1400.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[LucaLucaM's solution](#)

1401.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[LucaLucaM's solution](#)

1402.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[LucaLucaM's solution](#)

1403.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[LucaLucaM's solution](#)

1404.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[LucaLucaM's solution](#)

1405.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[LucaLucaM's solution](#)

1406.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[LucaLucaM's solution](#)

1407.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[LucaLucaM's solution](#)

1408.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-07-05 · last AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[LucaLucaM's solution](#)

1409.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[LucaLucaM's solution](#)

1410.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[LucaLucaM's solution](#)

1411.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[LucaLucaM's solution](#)

1412.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[LucaLucaM's solution](#)

1413.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[LucaLucaM's solution](#)

1414.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LucaLucaM's solution](#)

1415.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[LucaLucaM's solution](#)

1416.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[LucaLucaM's solution](#)

1417.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number

theory

[LucaLucaM's solution](#)

1418.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LucaLucaM's solution](#)

1419.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LucaLucaM's solution](#)

1420.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[LucaLucaM's solution](#)

1421.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[LucaLucaM's solution](#)

1422.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[LucaLucaM's solution](#)

1423.

2131H

[Sea, You & coprime](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[LucaLucaM's solution](#)

1424.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LucaLucaM's solution](#)

1425.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2025-07-03 · last AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[LucaLucaM's solution](#)

1426.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2025-07-03 · last AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[LucaLucaM's solution](#)

1427.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[LucaLucaM's solution](#)

1428.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[LucaLucaM's solution](#)

1429.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[LucaLucaM's solution](#)

1430.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2025-03-20 · last AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[LucaLucaM's solution](#)

1431.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[LucaLucaM's solution](#)

1432.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[LucaLucaM's solution](#)

1433.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[LucaLucaM's solution](#)

1434.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[LucaLucaM's solution](#)

1435.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[LucaLucaM's solution](#)

1436.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[LucaLucaM's solution](#)

1437.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[LucaLucaM's solution](#)

1438.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2025-10-14 · last AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[LucaLucaM's solution](#)

1439.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2025-07-04 · last AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[LucaLucaM's solution](#)

1440.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[LucaLucaM's solution](#)

1441.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[LucaLucaM's solution](#)

1442.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[LucaLucaM's solution](#)

1443.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[LucaLucaM's solution](#)

1444.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[LucaLucaM's solution](#)

1445.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[LucaLucaM's solution](#)

1446.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[LucaLucaM's solution](#)

1447.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[LucaLucaM's solution](#)

1448.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[LucaLucaM's solution](#)

1449.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2025-07-02 · last AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[LucaLucaM's solution](#)

1450.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[LucaLucaM's solution](#)

1451.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[LucaLucaM's solution](#)

1452.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2026-03-10 · last AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[LucaLucaM's solution](#)

1453.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[LucaLucaM's solution](#)

1454.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[LucaLucaM's solution](#)

1455.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[LucaLucaM's solution](#)

1456.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[LucaLucaM's solution](#)

1457.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[LucaLucaM's solution](#)

1458.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[LucaLucaM's solution](#)

1459.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-11-04 · last AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[LucaLucaM's solution](#)

1460.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[LucaLucaM's solution](#)

1461.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-10-11 · last AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[LucaLucaM's solution](#)

1462.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[LucaLucaM's solution](#)

1463.

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2025-07-05 · last AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[LucaLucaM's solution](#)

1464.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2026-04-30 · last AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[LucaLucaM's solution](#)

1465.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[LucaLucaM's solution](#)

1466.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, strings

[LucaLucaM's solution](#)

1467.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, graph matchings, implementation

[LucaLucaM's solution](#)

1468.

105698C

[Candidate Elimination](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1469.

105698E

[Extra Character](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LucaLucaM's solution](#)

1470.

105698L

[LIS on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1471.

105698A

[actGenshinImp](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LucaLucaM's solution](#)

1472.

105698D

[Depth of Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LucaLucaM's solution](#)

1473.

105698G

[Get Mex Range Add Linear](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LucaLucaM's solution](#)

1474.

105698I

[Inequality Satisfying Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1475.

105698K

[Kaz's Party](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1476.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, string suffix structures

[LucaLucaM's solution](#)

1477.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1478.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[LucaLucaM's solution](#)

1479.

105259A

[Make All Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1480.

105259D

[Double Agents](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1481.

undefined355

[Numbers Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: *special

[LucaLucaM's solution](#)

1482.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1483.

104782M

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1484.

104782K

[Blabla](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1485.

104782F

[Suceava](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1486.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1487.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1488.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1489.

104397A

[Inverse Pairs of Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1490.

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · Kotlin 1.7 (first AC) · Tags: *special, sortings

[LucaLucaM's solution](#)

1491.

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[LucaLucaM's solution](#)

1492.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[LucaLucaM's solution](#)

1493.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1494.

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1495.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1496.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1497.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1498.

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1499.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1500.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1501.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1502.

104790I

[International Irregularities](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1503.

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1504.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1505.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1506.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1507.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1508.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1509.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1510.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1511.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1512.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1513.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1514.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1515.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1516.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1517.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1518.

1044415

[Beware, Evil Numbers!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1519.

1044411

[Long training](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LucaLucaM's solution](#)

1520.

104386D

[Comic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1521.

104386C

[Prefix Sum Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1522.

104386B

[Random Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1523.

104386A

[Dungeon videogame](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1524.

104168D2

[Nested Sum \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · last AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1525.

104336A

[Number in the Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1526.

104336B

[GCD of Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1527.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[LucaLucaM's solution](#)

1528.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[LucaLucaM's solution](#)

1529.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-03 · last AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dp, math

[LucaLucaM's solution](#)

1530.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-04 · last AC: 2023-03-30 · Text (first AC) · Tags: *special, constructive algorithms

[LucaLucaM's solution](#)

1531.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-05 · last AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math

[LucaLucaM's solution](#)

1532.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-02 · last AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[LucaLucaM's solution](#)

1533.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · last AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees

[LucaLucaM's solution](#)

1534.

103999M

[Interesting Minimums](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1535.

103999G

[Battle of Scundu](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1536.

104147A

[Round 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1537.

104147K

[Hobz is a good guy](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1538.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1539.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1540.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1541.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1542.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1543.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1544.

102961F

[Movie Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1545.

103464A

[Stegosauruses](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1546.

103503A

[Make Sum Great Again](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1547.

103870D

[Penalty](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1548.

103870B

[Sanity](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1549.

103999N

[Bitscore](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1550.

103999H

[for-for-for-for](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1551.

103999F

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1552.

103999E

[CntSeq](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[LucaLucaM's solution](#)

1553.

103999C

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